

Simplicial surfaces in GAP

Markus Baumeister
(j/w Alice Niemeyer)

Lehrstuhl B für Mathematik
RWTH Aachen University

30.08.2017

- Package name: `SimplicialSurfaces`

- Package name: `SimplicialSurfaces`
 - Not yet generally available

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- based on current research at Lehrstuhl B including Plesken, Strzelczyk and others

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- based on current research at Lehrstuhl B including Plesken, Strzelczyk and others
- Internally used packages:

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- based on current research at Lehrstuhl B including Plesken, Strzelczyk and others
- Internally used packages:
 - `AttributeScheduler` by Gutsche

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- based on current research at Lehrstuhl B including Plesken, Strzelczyk and others
- Internally used packages:
 - `AttributeScheduler` by Gutsche
 - `Digraphs` by De Beule, Mitchell, Pfeiffer, Wilson et al.

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- based on current research at Lehrstuhl B including Plesken, Strzelczyk and others
- Internally used packages:
 - `AttributeScheduler` by Gutsche
 - `Digraphs` by De Beule, Mitchell, Pfeiffer, Wilson et al.
 - `GAPDoc` by Lübeck

- Package name: `SimplicialSurfaces`
 - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- based on current research at Lehrstuhl B including Plesken, Strzelczyk and others
- Internally used packages:
 - `AttributeScheduler` by Gutsche
 - `Digraphs` by De Beule, Mitchell, Pfeiffer, Wilson et al.
 - `GAPDoc` by Lübeck
 - `AutoDoc` by Gutsche

Motivation

Motivation

Goal: Investigate paper folding

Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3

Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)

Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding

Motivation

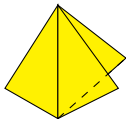
Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:

Motivation

Goal: Investigate paper folding

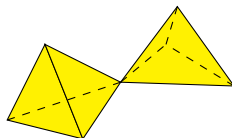
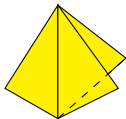
- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:



Motivation

Goal: Investigate paper folding

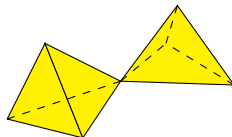
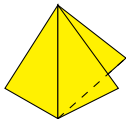
- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:



Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:

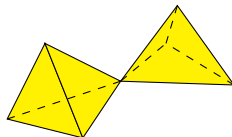
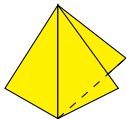


- embeddings are difficult to compute

Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:

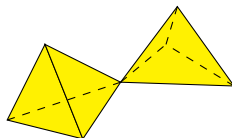
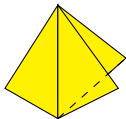


- embeddings are difficult to compute
 - some embeddings of an asymmetric icosahedron are not feasible to compute

Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:



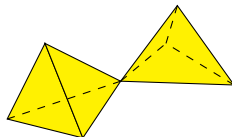
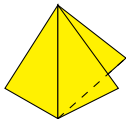
- embeddings are difficult to compute
 - some embeddings of an asymmetric icosahedron are not feasible to compute

~> focus on intrinsic properties

Motivation

Goal: Investigate paper folding

- rigid folding in \mathbb{R}^3
- consider surfaces built from triangles (simplicial surfaces)
 - not closed under folding
 - allow more general structures:



- embeddings are difficult to compute
 - some embeddings of an asymmetric icosahedron are not feasible to compute
- ~> focus on intrinsic properties
- ~> incidence geometry

Implementation in GAP

Implementation in GAP

- can describe incidence geometry

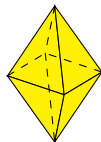
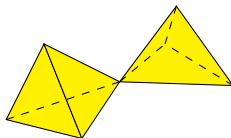
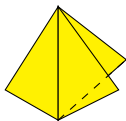
- can describe incidence geometry
 - allows flexible access to the incidence geometry (`AttributeScheduler`)

Implementation in GAP

- can describe incidence geometry
 - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures

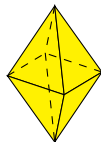
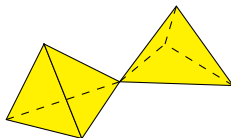
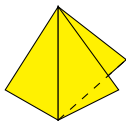
Implementation in GAP

- can describe incidence geometry
 - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures
- works well with group-theoretic descriptions



Implementation in GAP

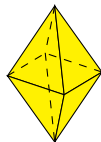
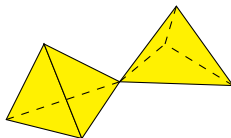
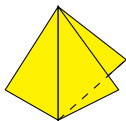
- can describe incidence geometry
 - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures
- works well with group-theoretic descriptions



- difference to `FinInG`-package by De Beule, Neunhöffer et al.

Implementation in GAP

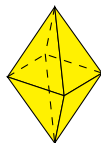
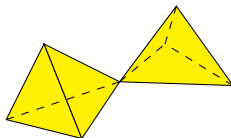
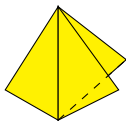
- can describe incidence geometry
 - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures
- works well with group-theoretic descriptions



- difference to `FinInG`-package by De Beule, Neunhöffer et al.
 - only two dimensions

Implementation in GAP

- can describe incidence geometry
 - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures
- works well with group-theoretic descriptions



- difference to `FinInG`-package by De Beule, Neunhöffer et al.
 - only two dimensions but it can work with colourings and foldings

1 General simplicial surfaces

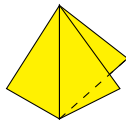
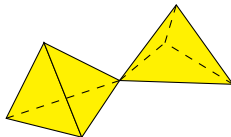
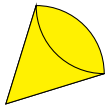
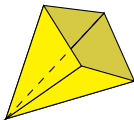
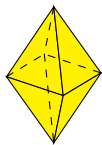
- 1 General simplicial surfaces
- 2 Edge colouring and group properties

- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding

- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding

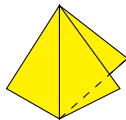
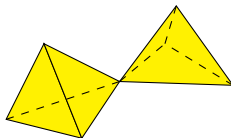
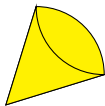
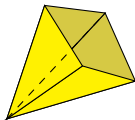
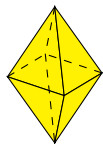
We want to describe different structures:

We want to describe different structures:



Triangular complexes

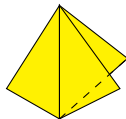
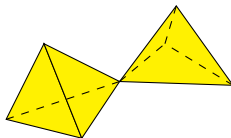
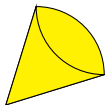
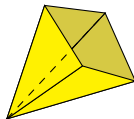
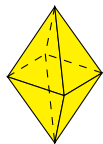
We want to describe different structures:



\rightsquigarrow **triangular complexes**

Triangular complexes

We want to describe different structures:

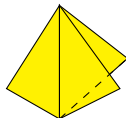
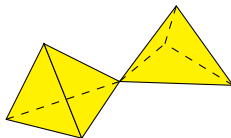
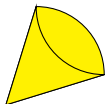
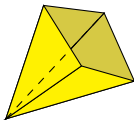


⇝ **triangular complexes**

- sets of vertices, edges and faces

Triangular complexes

We want to describe different structures:

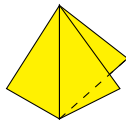
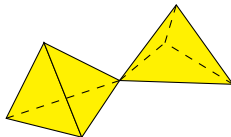
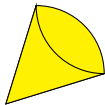
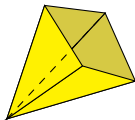
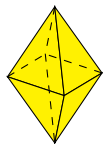


⇒ **triangular complexes**

- sets of vertices, edges and faces
- incidence relation between them

Triangular complexes

We want to describe different structures:

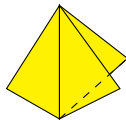
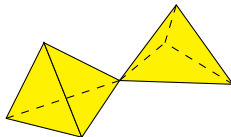
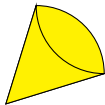
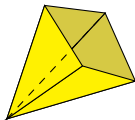
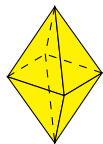


⇒ **triangular complexes**

- sets of vertices, edges and faces
- incidence relation between them
- every face is a triangle

Triangular complexes

We want to describe different structures:

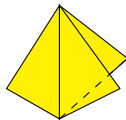
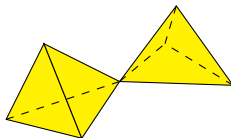
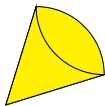
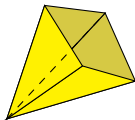
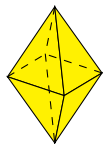


⇒ **triangular complexes**

- sets of vertices, edges and faces
- incidence relation between them
- every face is a triangle
- every vertex lies in an edge

Triangular complexes

We want to describe different structures:



⇒ **triangular complexes**

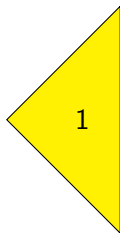
- sets of vertices, edges and faces
- incidence relation between them
- every face is a triangle
- every vertex lies in an edge and every edge lies in a face

Isomorphism testing

Incidence structure can be interpreted as a coloured graph:

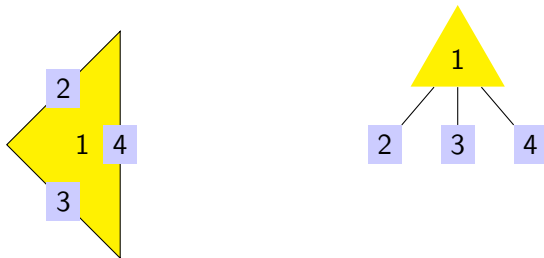
Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



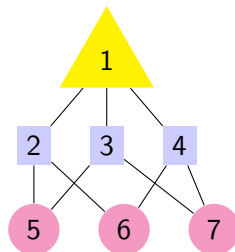
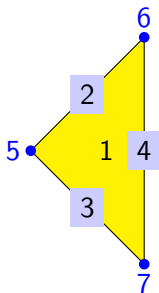
Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



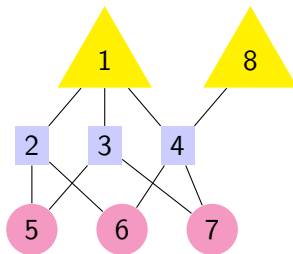
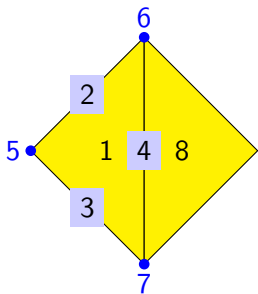
Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



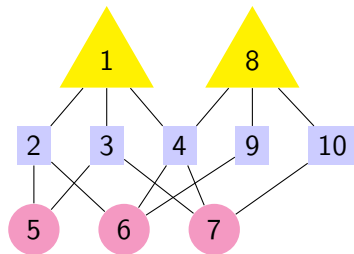
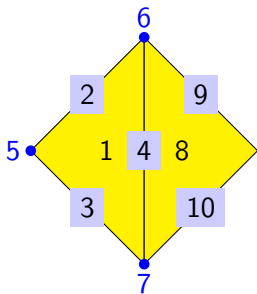
Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



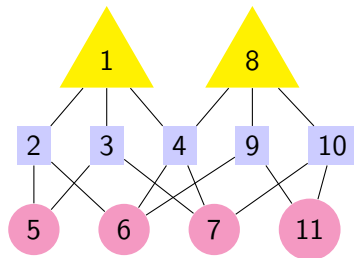
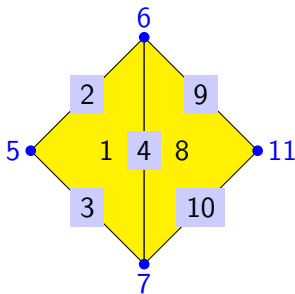
Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



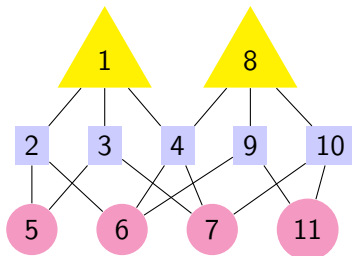
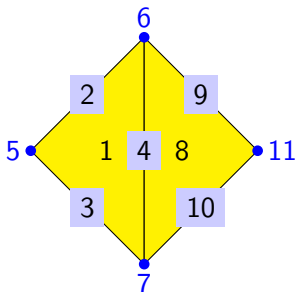
Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



Isomorphism testing

Incidence structure can be interpreted as a coloured graph:

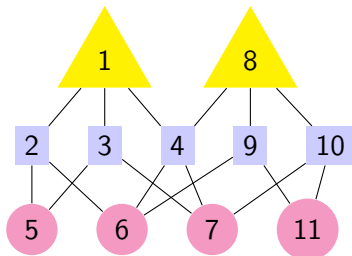
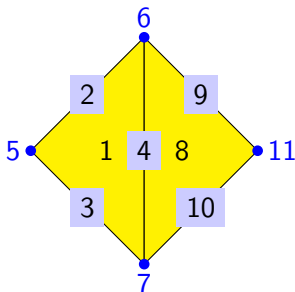


↪ reduce to graph isomorphism problem

↪ can be solved quite easily by Nauty (McKay, Piperno)

Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



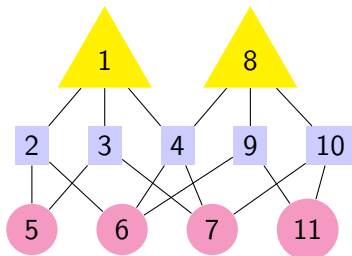
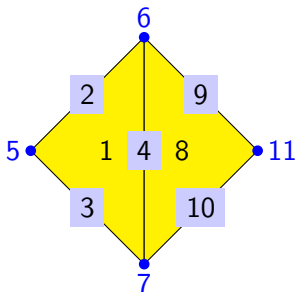
↪ reduce to graph isomorphism problem

↪ can be solved quite easily by Nauty (McKay, Piperno)

Interfaced by NautyTracesInterface (by Gutsche, Niemeyer, Schweitzer)

Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



\rightsquigarrow reduce to graph isomorphism problem

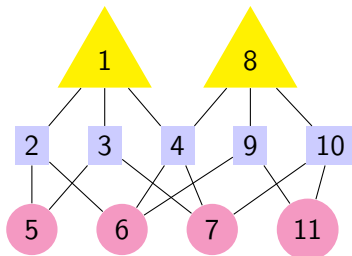
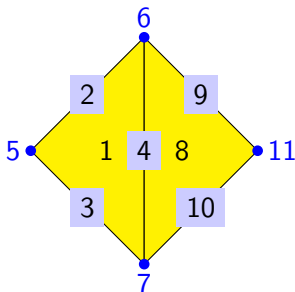
\leadsto can be solved quite easily by Nauty (McKay, Piperno)

Interfaced by NautyTracesInterface (by Gutsche, Niemeyer, Schweitzer)

- direct C-interface without writing files

Isomorphism testing

Incidence structure can be interpreted as a coloured graph:



⇒ reduce to graph isomorphism problem

⇒ can be solved quite easily by Nauty (McKay, Piperno)

Interfaced by NautyTracesInterface (by Gutsche, Niemeyer, Schweitzer)

- direct C-interface without writing files
- also returns automorphism group

Some properties can be computed for all triangular complexes:

Some properties can be computed for all triangular complexes:

- Connectivity

Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

Some properties can be computed for all triangular complexes:

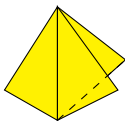
- Connectivity
- Euler–Characteristic

Orientability is **not** one of them.

Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

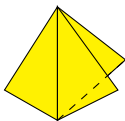
Orientability is **not** one of them. Counterexample:



Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

Orientability is **not** one of them. Counterexample:

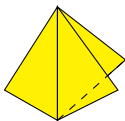


⇒ every edge lies in at most two faces (for well–definedness)

Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

Orientability is **not** one of them. Counterexample:



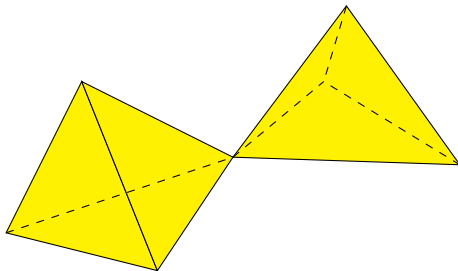
⇒ every edge lies in at most two faces (for well–definedness)

⇔ **ramified simplicial surfaces**

Why ramified?

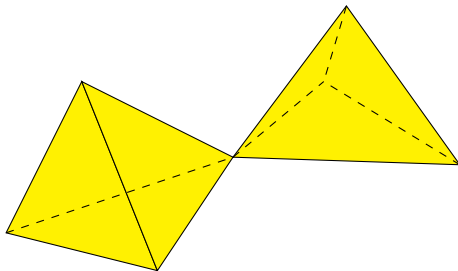
Why ramified?

Typical example of ramified simplicial surface:



Why ramified?

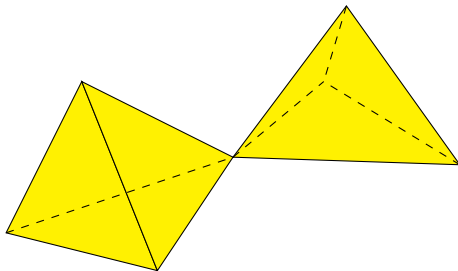
Typical example of ramified simplicial surface:



⇒ It is not a surface – there is a *ramification* at the central vertex

Why ramified?

Typical example of ramified simplicial surface:



⇒ It is not a surface – there is a *ramification* at the central vertex
A **simplicial surface** does not have these ramifications.

Classification

Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- only interesting for those without a 3-cycle of edges

Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- only interesting for those without a 3-cycle of edges
- e. g. there are 87 non-isomorphic surfaces with 20 triangles

Classification

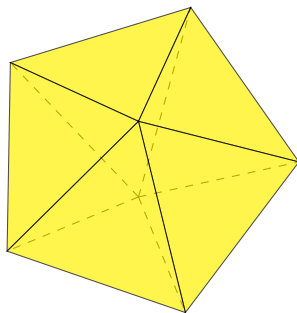
Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- only interesting for those without a 3-cycle of edges
- e. g. there are 87 non-isomorphic surfaces with 20 triangles
- e. g. there is only one surface with 10 triangles:

Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- only interesting for those without a 3-cycle of edges
- e. g. there are 87 non-isomorphic surfaces with 20 triangles
- e. g. there is only one surface with 10 triangles:



Progress report of triangulated complexes

Progress report of triangulated complexes

Already implemented:

Progress report of triangulated complexes

Already implemented:

- surface hierarchy

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability)

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability)
- isomorphism testing

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability)
- isomorphism testing
- classification of small surfaces (as data base)

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability)
- isomorphism testing
- classification of small surfaces (as data base)

Not yet implemented:

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability)
- isomorphism testing
- classification of small surfaces (as data base)

Not yet implemented:

- automorphism group

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability)
- isomorphism testing
- classification of small surfaces (as data base)

Not yet implemented:

- automorphism group
- advanced properties (any wishes?)

- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding

Embedding questions

Embedding questions

Given: A triangular complex

Embedding questions

Given: A triangular complex

- Can it be embedded?

Embedding questions

Given: A triangular complex

- Can it be embedded?
- In how many ways?

Embedding questions

Given: A triangular complex

- Can it be embedded?
- In how many ways?

Simplifications:

Embedding questions

Given: A triangular complex

- Can it be embedded?
- In how many ways?

Simplifications:

- 1 Only simplicial surfaces (that are built from triangles)

Embedding questions

Given: A triangular complex

- Can it be embedded?
- In how many ways?

Simplifications:

- 1 Only simplicial surfaces (that are built from triangles)
- 2 All triangles are isometric

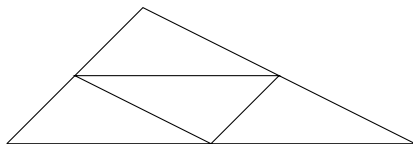
Embedding questions

Given: A triangular complex

- Can it be embedded?
- In how many ways?

Simplifications:

- 1 Only simplicial surfaces (that are built from triangles)
- 2 All triangles are isometric



Embedding questions

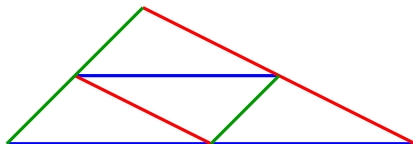
Given: A triangular complex

- Can it be embedded?
- In how many ways?

Simplifications:

- 1 Only simplicial surfaces (that are built from triangles)
- 2 All triangles are isometric

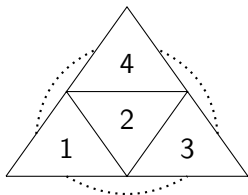
↪ Edge-colouring encodes different lengths



Colouring as permutation

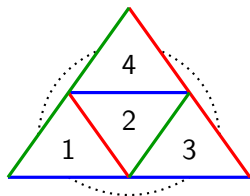
Colouring as permutation

Consider tetrahedron



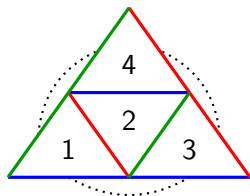
Colouring as permutation

Consider tetrahedron with edge colouring



Colouring as permutation

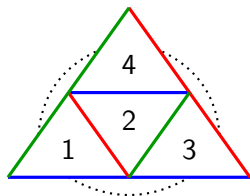
Consider tetrahedron with edge colouring



simplicial surface \Rightarrow

Colouring as permutation

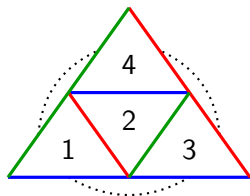
Consider tetrahedron with edge colouring



simplicial surface \Rightarrow at most two faces at each edge

Colouring as permutation

Consider tetrahedron with edge colouring

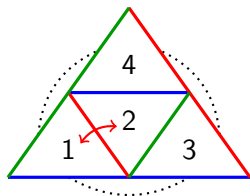


simplicial surface \Rightarrow at most two faces at each edge

\rightsquigarrow every edge defines transposition of incident faces

Colouring as permutation

Consider tetrahedron with edge colouring



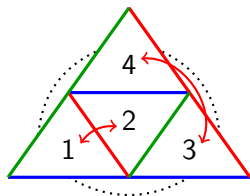
simplicial surface \Rightarrow at most two faces at each edge

\rightsquigarrow every edge defines transposition of incident faces

- $(1,2)$

Colouring as permutation

Consider tetrahedron with edge colouring



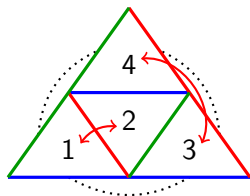
simplicial surface \Rightarrow at most two faces at each edge

\rightsquigarrow every edge defines transposition of incident faces

- $(1,2)(3,4)$

Colouring as permutation

Consider tetrahedron with edge colouring

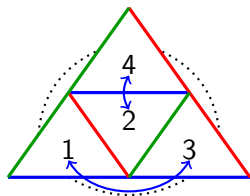


simplicial surface \Rightarrow at most two faces at each edge

- \rightsquigarrow every edge defines transposition of incident faces
- \rightsquigarrow every colour class defines permutation of the faces
- $(1,2)(3,4)$

Colouring as permutation

Consider tetrahedron with edge colouring

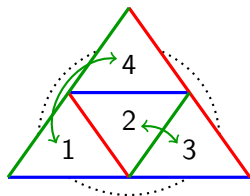


simplicial surface \Rightarrow at most two faces at each edge

- \rightsquigarrow every edge defines transposition of incident faces
- \rightsquigarrow every colour class defines permutation of the faces
 - $(1,2)(3,4)$, $(1,3)(2,4)$

Colouring as permutation

Consider tetrahedron with edge colouring

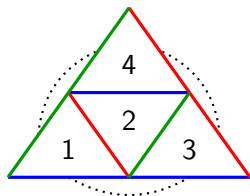


simplicial surface \Rightarrow at most two faces at each edge

- \rightsquigarrow every edge defines transposition of incident faces
- \rightsquigarrow every colour class defines permutation of the faces
 - \bullet $(1,2)(3,4)$, $(1,3)(2,4)$, $(1,4)(2,3)$

Colouring as permutation

Consider tetrahedron with edge colouring

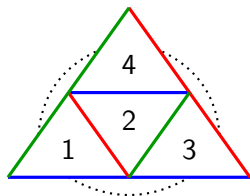


simplicial surface \Rightarrow at most two faces at each edge

- \rightsquigarrow every edge defines transposition of incident faces
- \rightsquigarrow every colour class defines permutation of the faces
 - $(1,2)(3,4)$, $(1,3)(2,4)$, $(1,4)(2,3)$
- \rightsquigarrow group theoretic considerations

Colouring as permutation

Consider tetrahedron with edge colouring

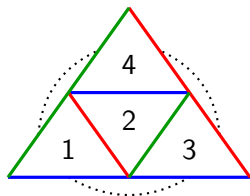


simplicial surface \Rightarrow at most two faces at each edge

- \rightsquigarrow every edge defines transposition of incident faces
- \rightsquigarrow every colour class defines permutation of the faces
 - $(1,2)(3,4)$, $(1,3)(2,4)$, $(1,4)(2,3)$
- \rightsquigarrow group theoretic considerations
 - The connected components of the surface correspond to

Colouring as permutation

Consider tetrahedron with edge colouring



simplicial surface \Rightarrow at most two faces at each edge

\rightsquigarrow every edge defines transposition of incident faces

\rightsquigarrow every colour class defines permutation of the faces

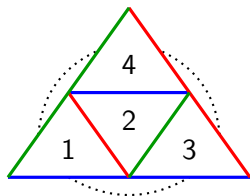
• $(1,2)(3,4)$, $(1,3)(2,4)$, $(1,4)(2,3)$

\rightsquigarrow group theoretic considerations

- The connected components of the surface correspond to the orbits of $\langle \sigma_a, \sigma_b, \sigma_c \rangle$ on the faces

Colouring as permutation

Consider tetrahedron with edge colouring



simplicial surface \Rightarrow at most two faces at each edge

\rightsquigarrow every edge defines transposition of incident faces

\rightsquigarrow every colour class defines permutation of the faces

• $(1,2)(3,4)$, $(1,3)(2,4)$, $(1,4)(2,3)$

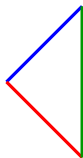
\rightsquigarrow group theoretic considerations

- The connected components of the surface correspond to the orbits of $\langle \sigma_a, \sigma_b, \sigma_c \rangle$ on the faces (fast computation for permutation groups)

How do faces fit together?

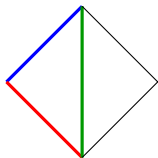
How do faces fit together?

Consider a face of the surface



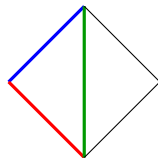
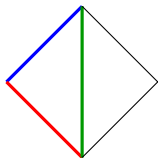
How do faces fit together?

Consider a face of the surface and a neighbouring face



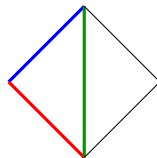
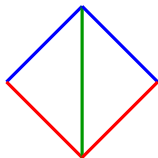
How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:



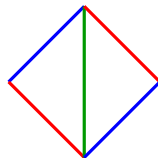
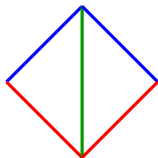
How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:



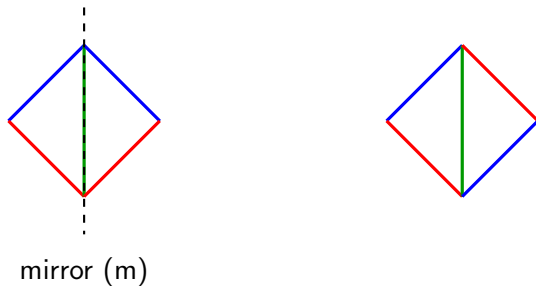
How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:



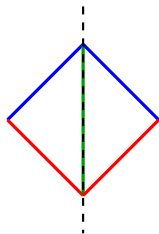
How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:

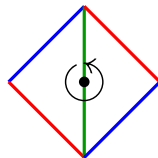


How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:



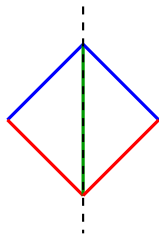
mirror (m)



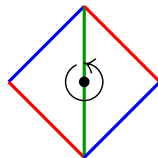
rotation (r)

How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:



mirror (m)

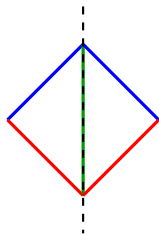


rotation (r)

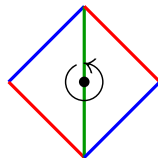
This gives an **mr-assignment** for the edges.

How do faces fit together?

Consider a face of the surface and a neighbouring face
The neighbour can be coloured in two ways:



mirror (m)



rotation (r)

This gives an **mr-assignment** for the edges.
Permutations and mr-assignment uniquely determine the surface.

Constructing surfaces from groups

Constructing surfaces from groups

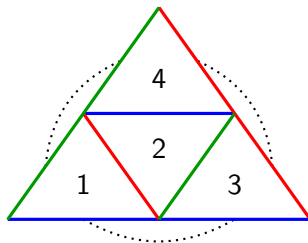
A general mr-assignment leads to complicated surfaces.

Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.
Simplification: edges of same colour have the same type

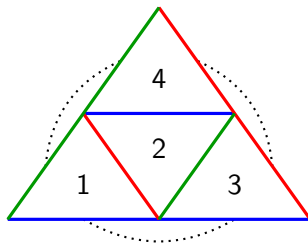
Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.
Simplification: edges of same colour have the same type
Example



Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.
Simplification: edges of same colour have the same type
Example



has only r-edges.

The mirror-case

The mirror-case

If all edges are mirrors, the situation is simple.

The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle

The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map

The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.

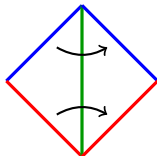
The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.

Consider



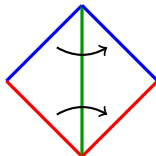
The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.

Consider



⇒ Unique map that preserves incidence

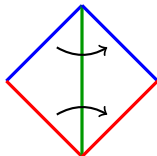
The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.

Consider



⇒ Unique map that preserves incidence

- Covering pulls back a mirror-colouring of the triangle.

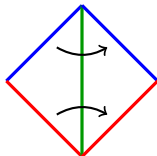
The mirror-case

If all edges are mirrors, the situation is simple.

Lemma

A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.

Consider



⇒ Unique map that preserves incidence

- Covering pulls back a mirror-colouring of the triangle.
- Mirror-colouring defines a map to the triangle.

Construction from permutations

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions

Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions
- The vertices are

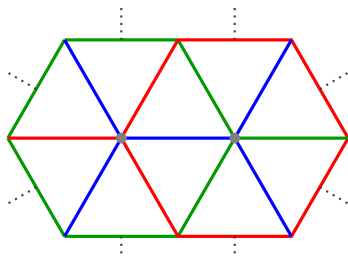
Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions
- The vertices are



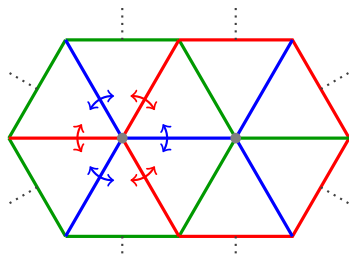
Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions
- The vertices are



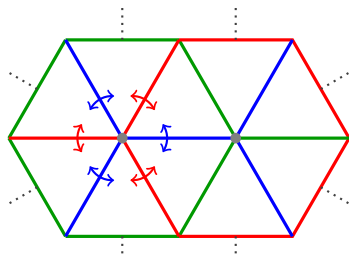
Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions
- The vertices are the orbits of $\langle \sigma_a, \sigma_b \rangle$ on the faces



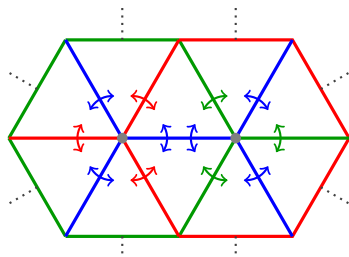
Construction from permutations

Start with three involutions σ_a , σ_b , σ_c in permutation representation (like generators of a finite group)

Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions
- The vertices are the orbits of $\langle \sigma_a, \sigma_b \rangle$ on the faces (for all pairs)



Construction example

Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

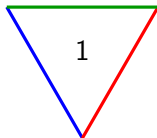
$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

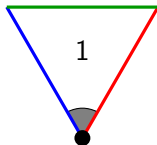


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

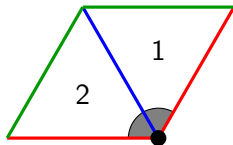


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

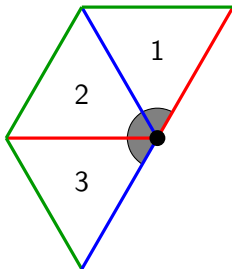


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

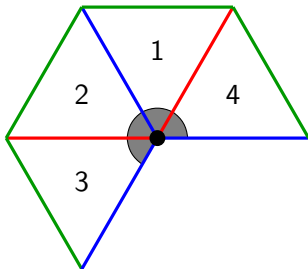


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

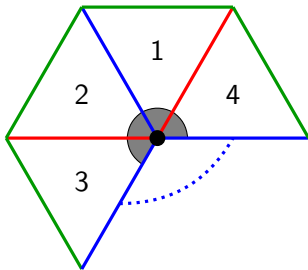


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

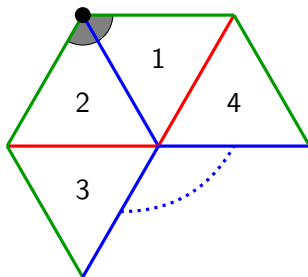


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

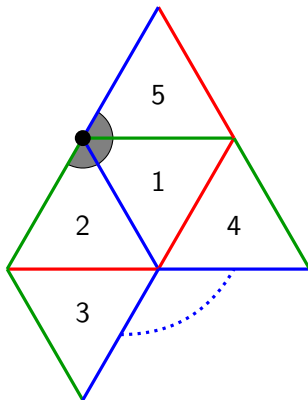


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

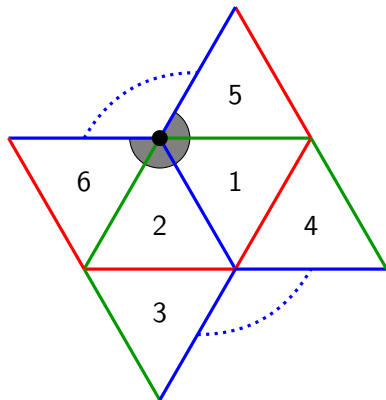


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

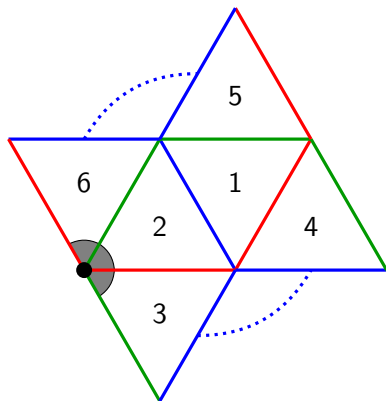


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

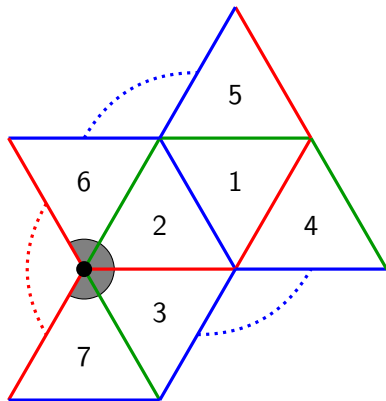


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

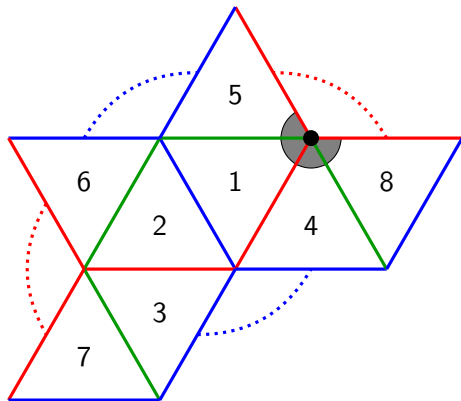


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

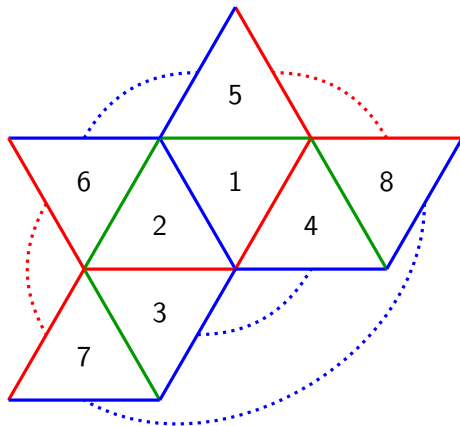


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

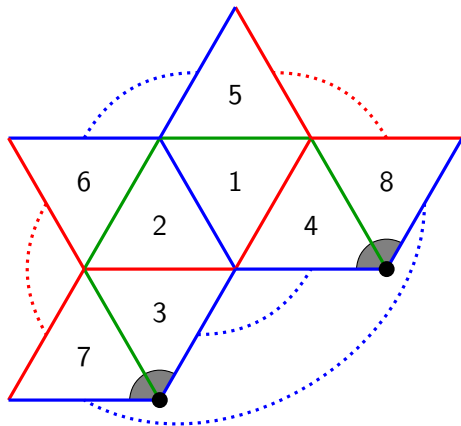


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

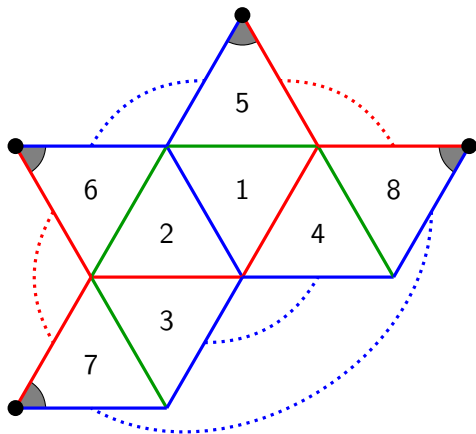


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

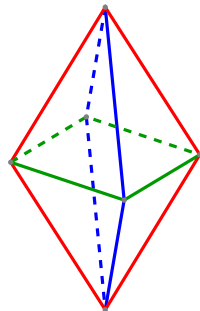
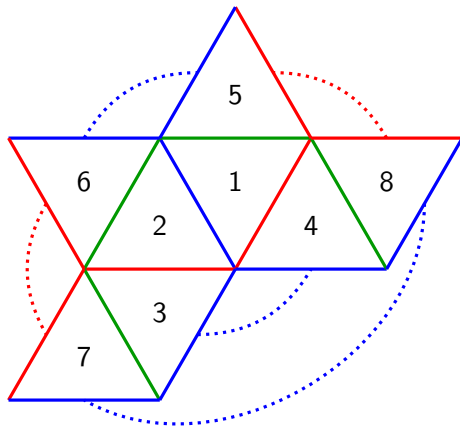


Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$



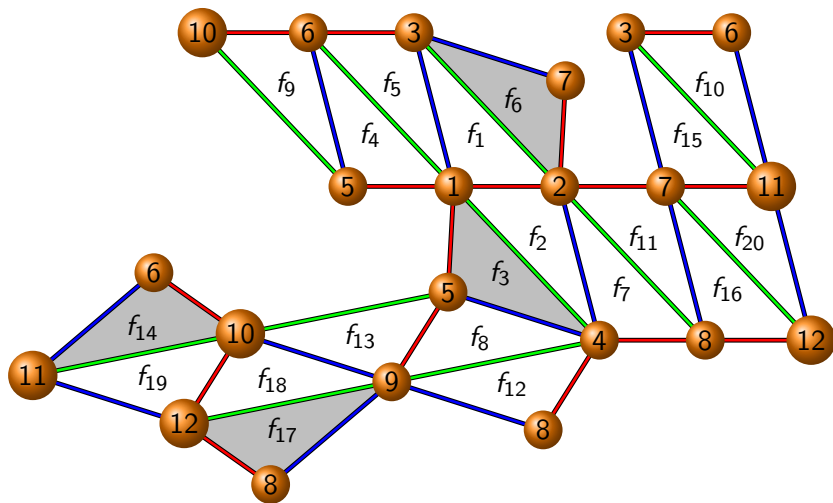
Net of icosahedron

Net of icosahedron

```
gap> DrawSurfaceToTikZ(iko, "NetIko.tex");
```

Net of icosahedron

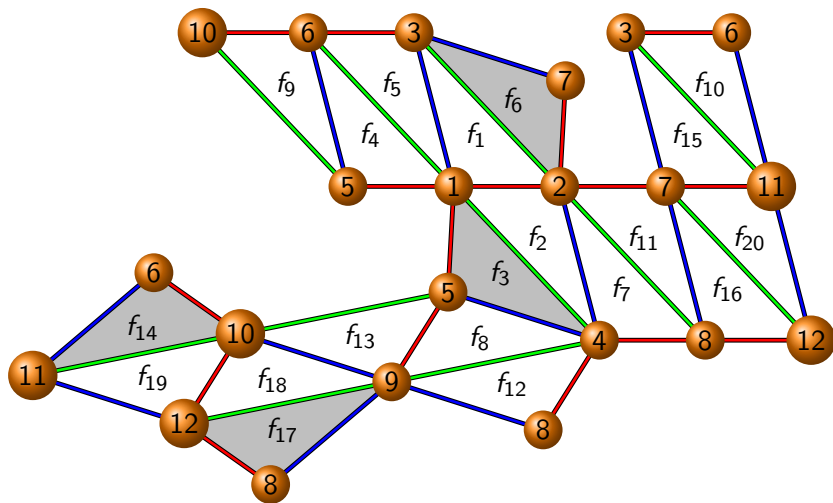
```
gap> DrawSurfaceToTikZ(iko, "NetIko.tex");
```



Net of icosahedron

```
gap> DrawSurfaceToTikZ(iko, "NetIko.tex");
```

- Has to be manually untangled



Progress report of edge colouring

Implemented:

Implemented:

- computing all colourings of a given simplicial surface

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
 - ① up to (coloured) isomorphism

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
 - 1 up to (coloured) isomorphism
 - 2 with given mr-assignment

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
 - ① up to (coloured) isomorphism
 - ② with given mr-assignment
- drawing of simplicial surfaces

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
 - ① up to (coloured) isomorphism
 - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
 - ① up to (coloured) isomorphism
 - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

Still missing:

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
 - ① up to (coloured) isomorphism
 - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

Still missing:

- Research TODO?

- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding

What kind of folding?

What kind of folding?

- Folding of surface in \mathbb{R}^3

What kind of folding?

- Folding of surface in \mathbb{R}^3
- Fold only at given edges (no introduction of new folding edges)

What kind of folding?

- Folding of surface in \mathbb{R}^3
- Fold only at given edges (no introduction of new folding edges)
- Folding should be rigid (no curvature)

What kind of folding?

- Folding of surface in \mathbb{R}^3
- Fold only at given edges (no introduction of new folding edges)
- Folding should be rigid (no curvature)

Goal: Classify possible folding patterns (given a net)

What kind of folding?

- Folding of surface in \mathbb{R}^3
- Fold only at given edges (no introduction of new folding edges)
- Folding should be rigid (no curvature)

Goal: Classify possible folding patterns (given a net)

Embeddings are very hard

Embeddings are very hard

- At every point in time the folding process has to be embedded

Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples

Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
 - Usually using regularity (like crystallographic symmetry)

Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
 - Usually using regularity (like crystallographic symmetry)
 - No general method

Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
 - Usually using regularity (like crystallographic symmetry)
 - No general method
- It is very hard to define iterated folding in an embedding

Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
 - Usually using regularity (like crystallographic symmetry)
 - No general method
- It is very hard to define iterated folding in an embedding

Folding without embedding

Central idea:

Central idea:

- Don't model folding process (needs embedding)

Folding without embedding

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state
 - Only consider changes in the topology

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state
 - Only consider changes in the topology (like identification of faces)

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state
 - Only consider changes in the topology (like identification of faces)
 - allows abstraction from embedding

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state
 - Only consider changes in the topology (like identification of faces)
 - allows abstraction from embedding

~> Incidence geometry (triangular complex/simplicial surface)

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state
 - Only consider changes in the topology (like identification of faces)
 - allows abstraction from embedding

~→ Incidence geometry (triangular complex/simplicial surface)

- Captures some folding restrictions (rigidity of tetrahedron)

Central idea:

- Don't model folding process (needs embedding)
- Describe starting and final folding state
 - Only consider changes in the topology (like identification of faces)
 - allows abstraction from embedding

~> Incidence geometry (triangular complex/simplicial surface)

- Captures some folding restrictions (rigidity of tetrahedron)
- Has to be refined

More than a triangular complex

More than a triangular complex

- Concept should allow reversible folding

More than a triangular complex

- Concept should allow reversible folding
- We need an ordering of the faces:



More than a triangular complex

- Concept should allow reversible folding
- We need an ordering of the faces:



- Adding a linear order on each face equivalence class

More than a triangular complex

- Concept should allow reversible folding
- We need an ordering of the faces:



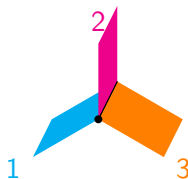
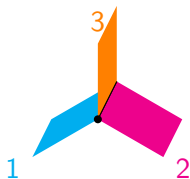
- Adding a linear order on each face equivalence class is not enough:

More than a triangular complex

- Concept should allow reversible folding
- We need an ordering of the faces:



- Adding a linear order on each face equivalence class is not enough:

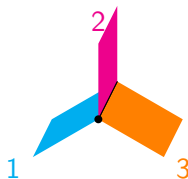
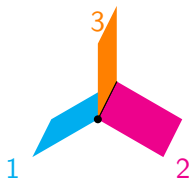


More than a triangular complex

- Concept should allow reversible folding
- We need an ordering of the faces:



- Adding a linear order on each face equivalence class is not enough:



~> **folding complex**

How to describe folding?

How to describe folding?

Needs specification of two face sides:

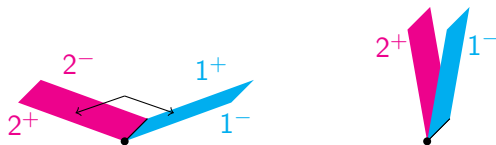
How to describe folding?

Needs specification of two face sides:



How to describe folding?

Needs specification of two face sides:



How to describe folding?

Needs specification of two face sides:



⇒ Describe folding by two face sides

How to describe folding?

Needs specification of two face sides:



⇒ Describe folding by two face sides

⇝ **folding plan**

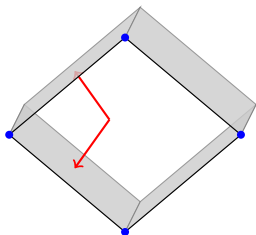
How does folding plan work?

How does folding plan work?

Folding of two faces can force folding of other faces:

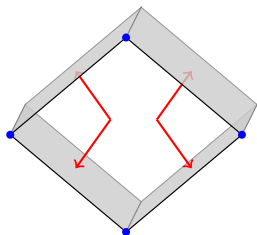
How does folding plan work?

Folding of two faces can force folding of other faces:



How does folding plan work?

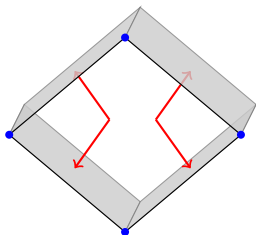
Folding of two faces can force folding of other faces:



How does folding plan work?

Folding of two faces can force folding of other faces:

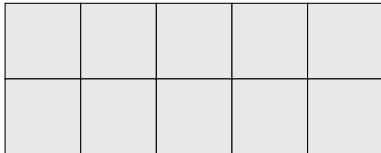
- Can apply to arbitrary many faces



How does folding plan work?

Folding of two faces can force folding of other faces:

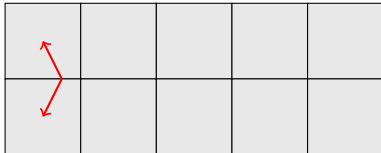
- Can apply to arbitrary many faces



How does folding plan work?

Folding of two faces can force folding of other faces:

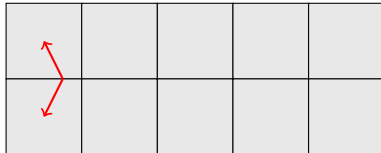
- Can apply to arbitrary many faces



How does folding plan work?

Folding of two faces can force folding of other faces:

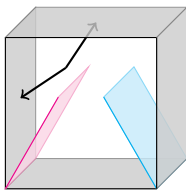
- Can apply to arbitrary many faces
- The forced folding is not unique



How does folding plan work?

Folding of two faces can force folding of other faces:

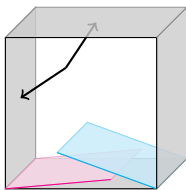
- Can apply to arbitrary many faces
- The forced folding is not unique



How does folding plan work?

Folding of two faces can force folding of other faces:

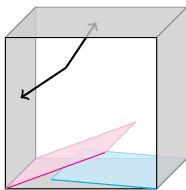
- Can apply to arbitrary many faces
- The forced folding is not unique



How does folding plan work?

Folding of two faces can force folding of other faces:

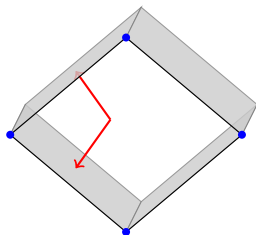
- Can apply to arbitrary many faces
- The forced folding is not unique



How does folding plan work?

Folding of two faces can force folding of other faces:

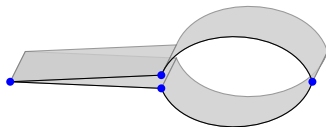
- Can apply to arbitrary many faces
 - The forced folding is not unique
- ⇒ Identify only two faces at a time



How does folding plan work?

Folding of two faces can force folding of other faces:

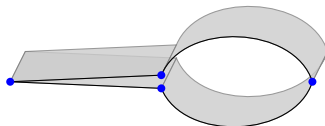
- Can apply to arbitrary many faces
 - The forced folding is not unique
- ⇒ Identify only two faces at a time



How does folding plan work?

Folding of two faces can force folding of other faces:

- Can apply to arbitrary many faces
 - The forced folding is not unique
- ⇒ Identify only two faces at a time
- ~> Relax the rigidity-constraint:



How does folding plan work?

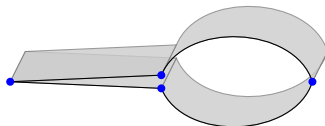
Folding of two faces can force folding of other faces:

- Can apply to arbitrary many faces
- The forced folding is not unique

⇒ Identify only two faces at a time

~> Relax the rigidity-constraint:

- Allow non-rigid configurations as transitional states



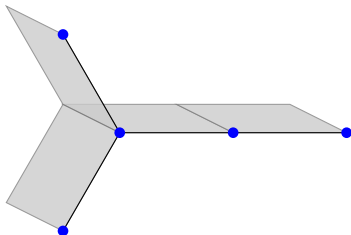
Structure of multiple foldings

Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes

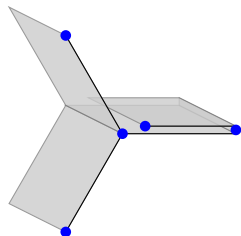
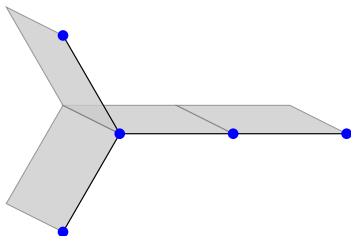
Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



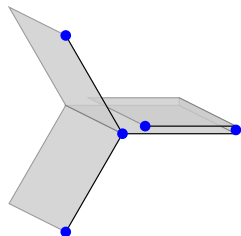
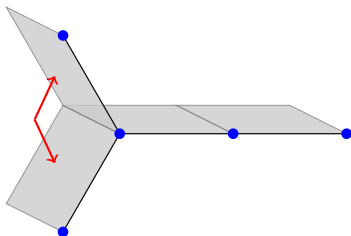
Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



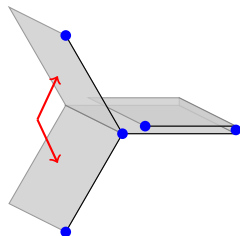
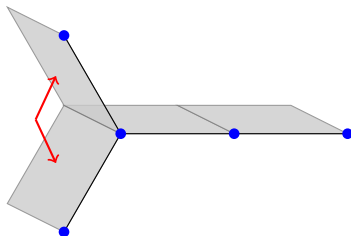
Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



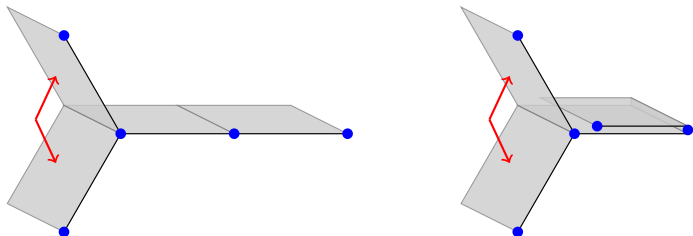
Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



\rightsquigarrow more structure on the set of possible foldings

Folding graph

Folding graph

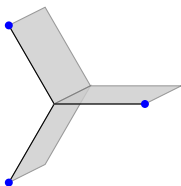
- Vertices are folding complexes (modelling folding states)

Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes

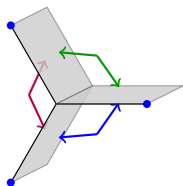
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



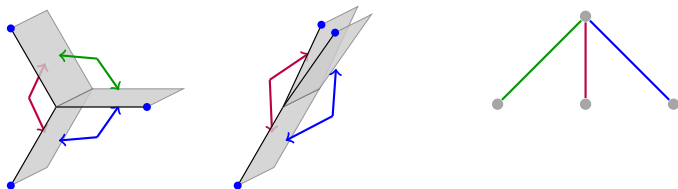
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



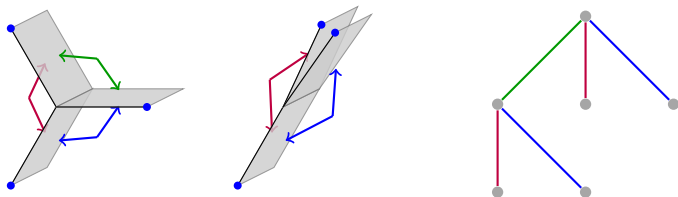
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



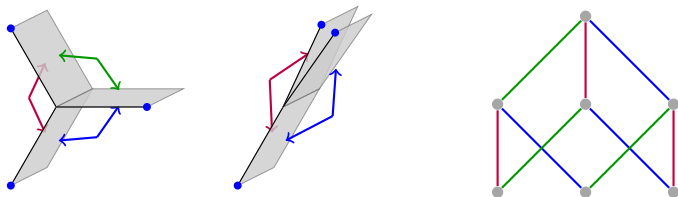
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



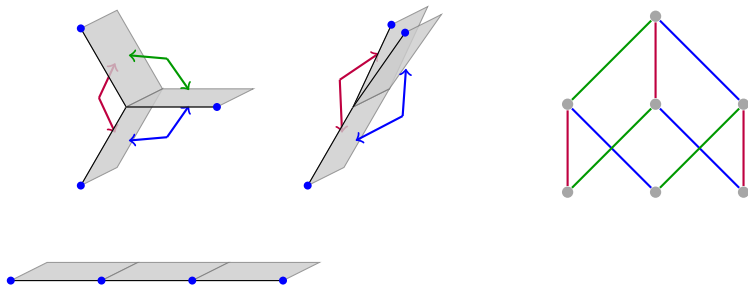
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



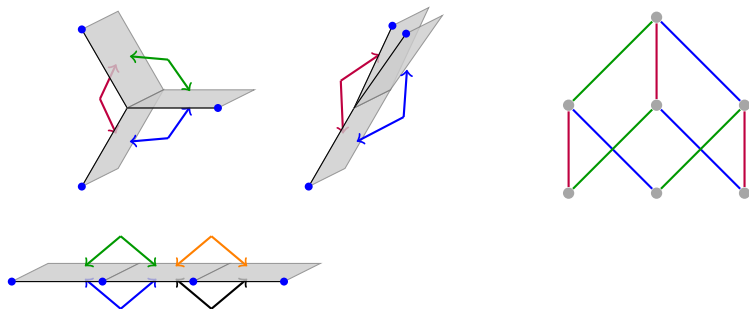
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



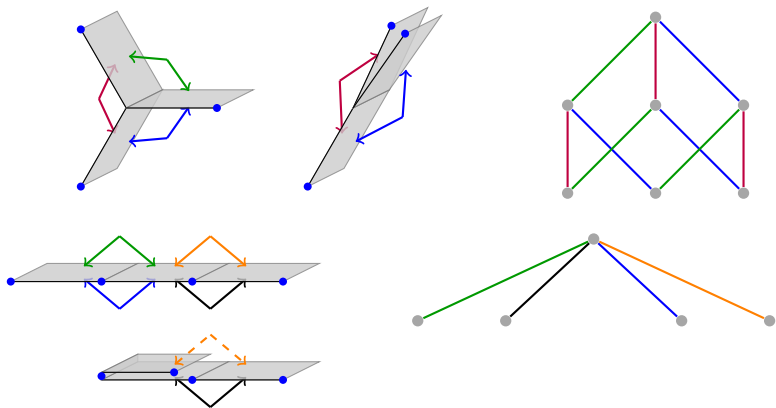
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



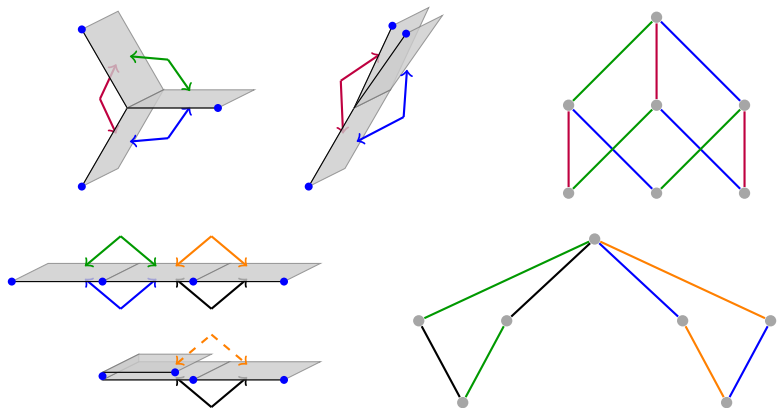
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



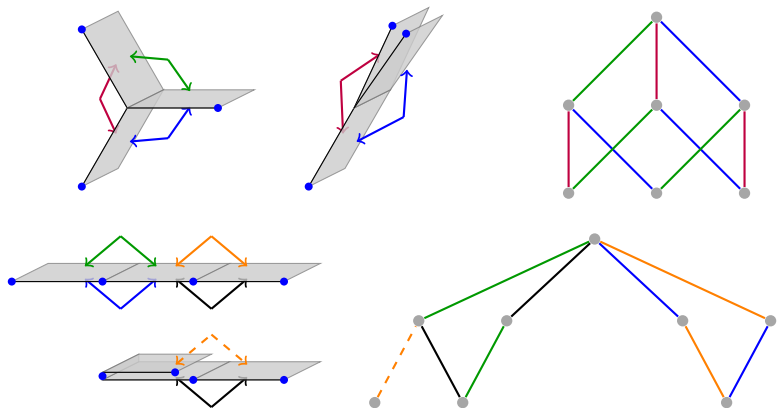
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



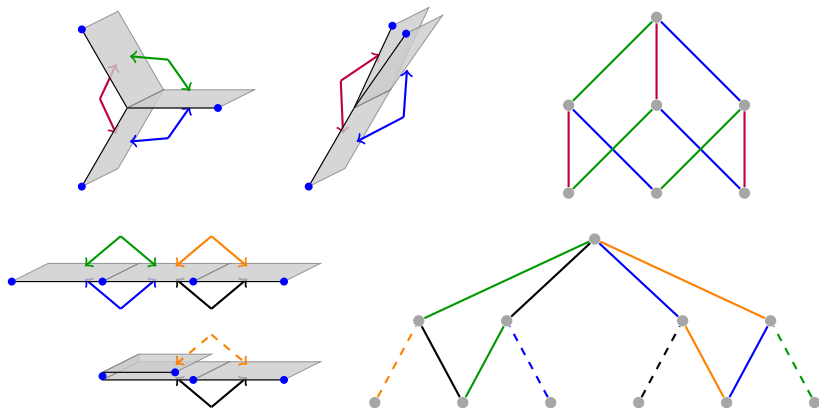
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



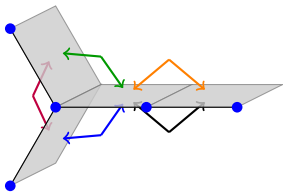
Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes

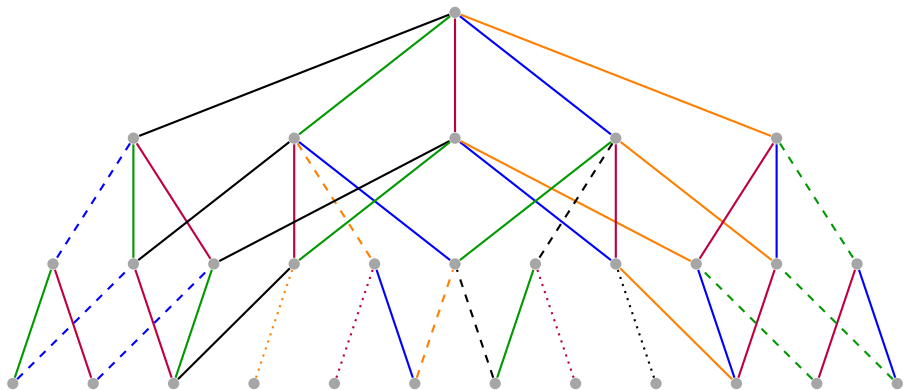
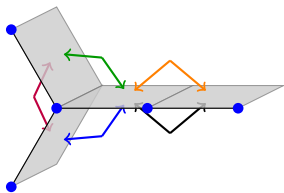


Larger graph

Larger graph



Larger graph



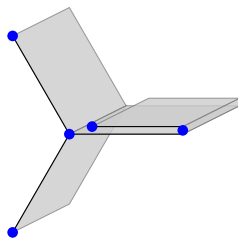
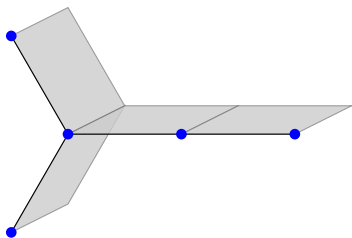
Drawback of folding plans

Drawback of folding plans

Some foldings that “should” be the same, aren’t:

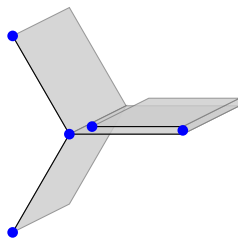
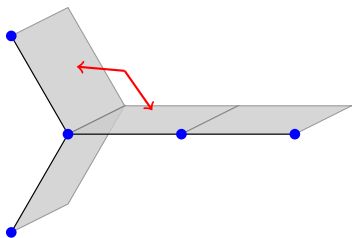
Drawback of folding plans

Some foldings that “should” be the same, aren’t:



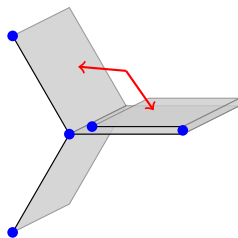
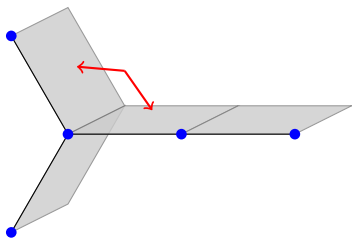
Drawback of folding plans

Some foldings that “should” be the same, aren’t:



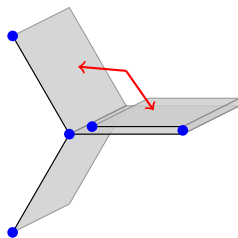
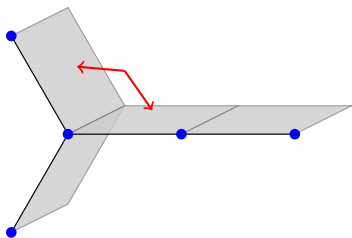
Drawback of folding plans

Some foldings that “should” be the same, aren’t:



Drawback of folding plans

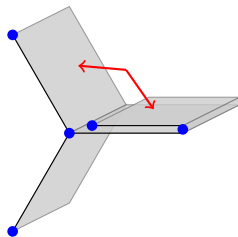
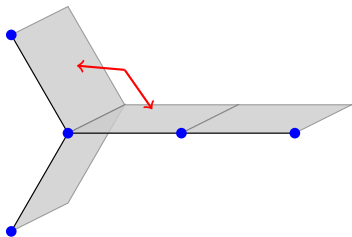
Some foldings that “should” be the same, aren't:



⇒ If you know the folding structure of a small complex,

Drawback of folding plans

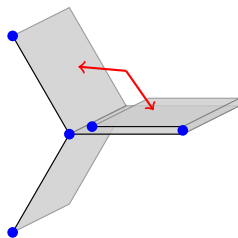
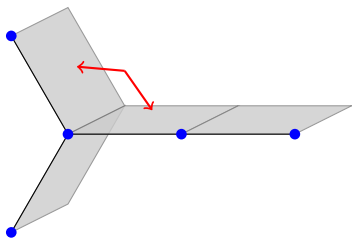
Some foldings that “should” be the same, aren’t:



⇒ If you know the folding structure of a small complex, you can’t easily find the folding structure of an extended complex

Drawback of folding plans

Some foldings that “should” be the same, aren't:



- ⇒ If you know the folding structure of a small complex, you can't easily find the folding structure of an extended complex
- ⇝ Folding plans are not optimal to model folding

Progress report of abstract folding

Progress report of abstract folding

In development:

Progress report of abstract folding

In development:

- folding complex

Progress report of abstract folding

In development:

- folding complex
- folding plans

In development:

- folding complex
- folding plans
- folding graph

Progress report of abstract folding

In development:

- folding complex
- folding plans
- folding graph

Missing:

Progress report of abstract folding

In development:

- folding complex
- folding plans
- folding graph

Missing:

- better folding description

In development:

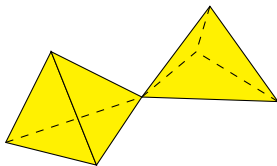
- folding complex
- folding plans
- folding graph

Missing:

- better folding description
- properties of folding graphs

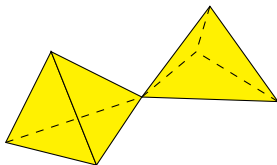
Summary `SimplicialSurfaces`

Triangulated complexes



Triangulated complexes

- mostly complete

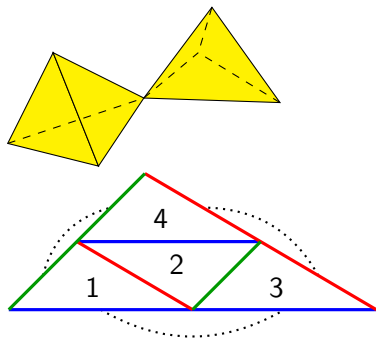


Summary SimplicialSurfaces

Triangulated complexes

- mostly complete

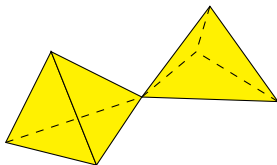
Edge colouring



Summary SimplicialSurfaces

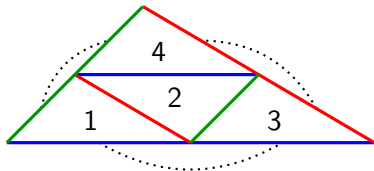
Triangulated complexes

- mostly complete



Edge colouring

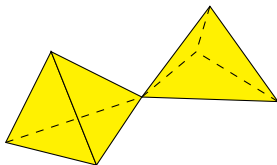
- current theory implemented



Summary SimplicialSurfaces

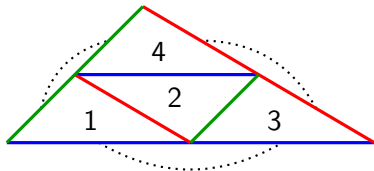
Triangulated complexes

- mostly complete



Edge colouring

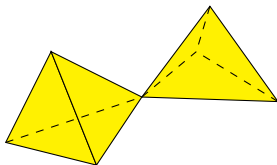
- current theory implemented
- a lot of theory missing



Summary SimplicialSurfaces

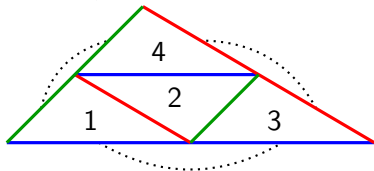
Triangulated complexes

- mostly complete

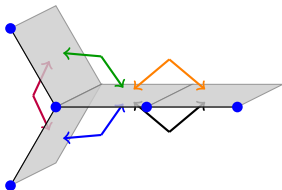


Edge colouring

- current theory implemented
- a lot of theory missing



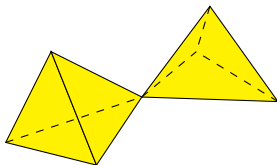
Abstract folding



Summary SimplicialSurfaces

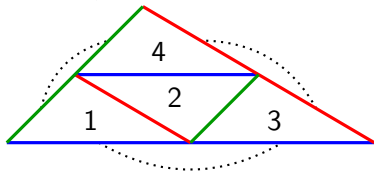
Triangulated complexes

- mostly complete



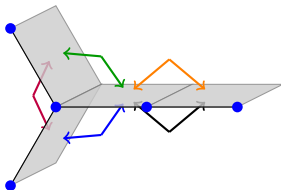
Edge colouring

- current theory implemented
- a lot of theory missing



Abstract folding

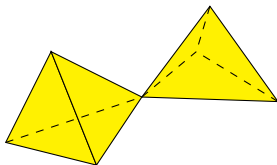
- framework exists



Summary SimplicialSurfaces

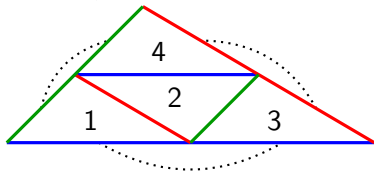
Triangulated complexes

- mostly complete



Edge colouring

- current theory implemented
- a lot of theory missing



Abstract folding

- framework exists
- needs proper implementation

